

AMENDMENTS TO THE CLAIMS**Listing of the claims**

1. (Currently amended) A gaming system for providing a game to a ~~plurality of players~~ player group consisting of a plurality of players, wherein the game is played among the plurality of players, the gaming system comprising: a plurality of terminals operable by the respective plurality of the players; and a gaming server communicating with the plurality of the terminals,

wherein the gaming server comprises a controller executing a computer program and controlling the plurality of the terminals, and

wherein a progress of the game comprises a normal mode whereby the players in the player group operate the game in turn, and a special mode which occurs in accordance with a game status of the player group.

wherein the controller generates a special interval for stopping ~~[[a]]~~ the progress of the game in ~~[[a]]~~ the special mode, and

wherein the controller generates a dummy interval imitating the special interval in ~~[[a]]~~ the normal mode during the game.

2. (Original) The gaming system according to claim 1, wherein the controller determines whether to generate the dummy interval.

3. (Original) The gaming system according to claim 1, wherein the controller determines whether to generate the dummy interval based on an operation by at least one of the plurality of the players.

4. (Original) The gaming system according to claim 1, wherein the controller determines a length of the dummy interval.

5. (Original) The gaming system according to claim 4, wherein the controller determines the length of the dummy interval based on an operation by at least one of the plurality of the players.

6. (Original) The gaming system according to claim 1, wherein the game is a mah-jong game.

7. (Currently amended) A gaming system for providing a game to a plurality of players, the gaming system comprising: a special interval means-arrangement for generating a special interval for stopping a progress of the game in a special mode, a dummy interval means arrangement for generating a dummy interval in a normal mode during the game.

8. (Original) The gaming system according to claim 7, comprising: a plurality of terminals operable by the plurality of players; and a gaming server capable of communicating with the plurality of the terminals, wherein the gaming server provides the game to the plurality of the players via each of the plurality of the terminals.

9. (Original) The gaming system according to claim 7, wherein each of the terminals is connected to the gaming server via a communications network.